IN THE CLAIMS

Please substitute the following amended claims 25, 26, 27 and 28 for corresponding claims 25, 26, 27 and 28 previously presented. A copy of the amended claims showing current revisions is attached.

25. (Currently Amended) A graphics system command stream for use in a graphics system, wherein the graphics system comprises a main processor, a main memory, and a graphics and audio processor, wherein the graphics and audio processor is an application specific integrated circuit, wherein the application specific integrated circuit comprises: a processor interface which provides a data control between the main processor and the graphics and audio processor; a memory interface which provides a data control and interface between the graphics and audio processor and the main memory; a 3D graphics processor which performs graphics processing tasks; and a display controller which accesses information from the main memory and provides it to a video encoder;

and wherein the graphics system command stream being is operable upon execution to call a display list, the command stream comprising:

a bit pattern "01000000", followed by

a first pad, followed by

a first 25-bit value indicating an address of the display list in the main memory, followed by

a second pad, followed by

1010422

a second 25-bit value indicating a count or size of the display list in 32-byte

chunks,

wherein upon execution of the command stream by said graphics and audio

processor the display list is called.

26.   (Currently Amended) A computer readable storage medium encoded with

executable instructions for calling a display list for use in a graphics system, wherein the

graphics system comprises a main processor, a main memory, and a graphics and audio

processor, wherein the graphics and audio processor is an application specific integrated

circuit, wherein the application specific integrated circuit comprises: a processor interface

which provides a data control between the main processor and the graphics and audio

processor; a memory interface which provides a data control and interface between the

graphics and audio processor and the main memory; a 3D graphics processor which

performs graphics processing tasks; and a display controller which accesses information

from the main memory and provides it to a video encoder;

and wherein the executable instructions comprisingcomprise:

a bit pattern "01000000", followed by

a pad, followed by

a first 25-bit value indicating an address of the display list in the main memory,

followed by

a pad, followed by

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a second 25-bit value indicating a count or size of the display list in 32-byte

chunks,

wherein upon execution of the ~~command stream~~encoded instructions by said

graphics and audio processor the display list is called.

27. (Currently Amended) A graphics command stream decoder for use in a

graphics system, wherein the graphics system comprises a main processor, a main

memory, and a graphics and audio processor, wherein the graphics and audio processor is

an application specific integrated circuit, wherein the application specific integrated

circuit comprises: a processor interface which provides a data control between the main

processor and the graphics and audio processor; a memory interface which provides a

data control and interface between the graphics and audio processor and the main

memory; a 3D graphics processor which performs graphics processing tasks; and a

display controller which accesses information from the main memory and provides it to a

video encoder;

and wherein the decoder ~~comprising~~comprises:

a first decoding section decoding a bit pattern "01000000", followed by

a second decoding section decoding a first pad, followed by

a third decoding section decoding a first 25-bit value indicating an address of a

display list in the main memory, followed by

a fourth decoding section decoding a second pad, followed by

1010422

a fifth decoding section decoding a second 25-bit value indicating a count or size of the display list in 32-byte chunks.

28. (Currently Amended) A method of calling a display list in a graphics system using a graphics command stream, wherein the graphics system comprises a main processor, a main memory, and a graphics and audio processor, wherein the graphics and audio processor is an application specific integrated circuit, wherein the application specific integrated circuit comprises: a processor interface which provides a data control between the main processor and the graphics and audio processor; a memory interface which provides a data control and interface between the graphics and audio processor and the main memory; a 3D graphics processor which performs graphics processing tasks; and a display controller which accesses information from the main memory and provides it to a video encoder;

and wherein -the method comprisingcomprises:

generating a bit pattern "01000000", then

generating a first pad, then

generating a first 25-bit value indicating an address of the display list in the main memory, then

generating a second pad, then

generating a second 25-bit value indicating a count or size of the display list in 32-byte chunks,

wherein the command stream is operable upon execution to call a display list.